RULEBOOK

CTHULHU

DEATH MAY DIE

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COMPONENTS

Rulebook

17 Double-Sided Tiles

Story Board

12 Insanity Cards

5 Bonus Dice

5 Colored Bases

30 Tentacle Markers

3 Standard Dice

49 TOKENS

1 Starting Space Token

26 Wounds Tokens

3 Gate Tokens

1 Progression Token

2 Staircase Tokens

2 Tunnel Tokens

6 Level 1 Skill Tokens

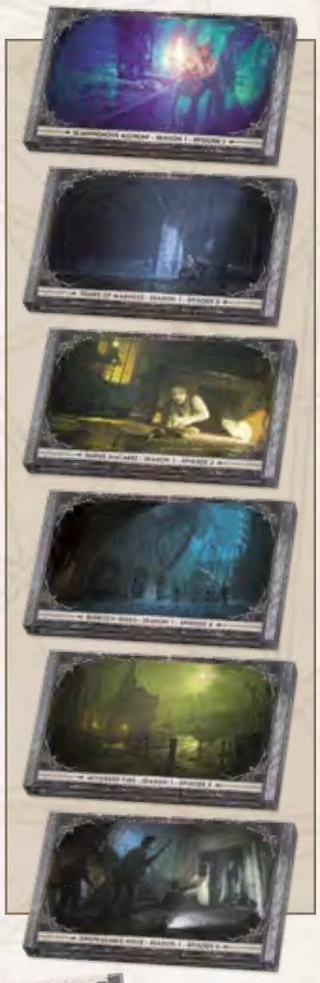
8 Fire Tokens

ELDER ONE BOX - *CTHULHU*

ELDER ONE BOX - *HASTUR*

6 EPISODE BOXES

(Contents displayed on the back of each box)



10 Investigators

Borden Elizabeth Ian Morgan Fatima The Kid Adam Rasputin Sister Beth Ahmed

10 Investigator Boards

10 Cultists

18 Monsters

Deep One Ghoul Byakhee Shoggoth Chthonic Entity Fire Vampire Hunting Horror

Cultists. Doing idiotic rituals again.
Going to summon an Elder God,
destroy the world. The usual.
But we've got something different planned.
We're going to disrupt their little ritual.
Mess it up real good.

So when that Elder One
lands in our world, it's mortal.
Just a bit. Just for a little while.

And then we're going to kill it.

It won't be easy. We'll have to work together.
We'll likely lose our sanity. But that's OK.

We're fueled by madness.

OVERVIEW

At the start of each game, you will choose an Episode box and an Elder One box and combine their components. The Episode will provide the map layout, the ritual you are trying to disrupt (and how to disrupt it), as well as the abilities of the monsters in the game. The Elder One will provide the big boss you will fight, with its own challenges, along with its special minions. **Do not** combine elements from other boxes.

1 to 5 players will control investigators, cooperating to win or lose the game together. In each game, the goal remains the same: disrupt the ritual, then kill the Elder One.

EPISODES

Each episode has its own Episode cards, Mythos cards, and Discovery cards, as well as special tokens.

Flavor text to be read at the start of the episode.

How to disrupt the ritual and make the Elder One vulnerable to attack.

BLASPHEMOUS ALCHEMY
What's worse than cultists? Cultists who've set the place on fire. Another night and another damn ritual to summon an Elder God. We blow up their labs and we can cause a lot of trouble to whatever it is they are summoning.
TO DISRUPT THE RITUAL:
DESTROY 4 of the 5 Labs (by dealing 4 or more total wounds to them with the "Destroy Equipment" action).
WHEN THE ELDER ONE ADVANCES:
Place a fire token on each space with any Cultists and no fire.
EXTINGUISH FIRE
Make a roll. Remove a fire token in your space for each success.
DESTROY EQUIPMENT
Make a roll against the Lab in your space (this doesn't count as an attack). Each success deals 1 wound to the Lab. When a Lab has 4 or more wounds, destroy and turn over the Lab token to reveal its effect.

Two special actions that investigators can take during this episode.

What happens when the Elder One advances along its track (the track is discussed on the next page).

NOTE: Some Episode cards feature special rules.

The back of each Episode card shows how to set up the episode. This is discussed in detail on pages 9 and 10.

ELDER ONES

Each Elder One comes with its own flavor of Cultists and monsters, its own Mythos cards to mess with you, and Elder One cards in different stages that will unfold as the game goes on. You cannot attack the Elder One until the ritual is disrupted, even if it's been summoned to the board!

STORY BOARD

The Story board, used in every game, is the hub of information.

Progression Token and Story Board

The Summoning track shows the progression of the Elder One as it manifests into our world. The Elder One figure starts on the left part of the track and progresses to the right. When it enters a red space, it will be summoned (it will be summoned earlier if the ritual is disrupted). After the Elder One is summoned to our world, the Progression token is placed on the track and moved instead of the figure. If the Progression token reaches the end of the track, the Elder One dominates the world and the investigators lose!

DISCOVERY CARDS

Each episode has 15 Discovery cards. These include Items, Companions, and Conditions that can help or hinder you. Most Discovery cards can be claimed by fulfilling the requirements listed on the card's central section. Investigators claim either the left or right side of the card, tucking them under their investigator board on the appropriate side. Discovery cards are further explained on page 15.

BLEACH
GUILTY CONSCIENCE
"I should've done something."
FERAL STUDENT
"She only makes vague vision noises."
You may take 2 stress to CLAIM the Feral Student.
If you do not, CLAIM the Guilty Conscience.
MARGOT, The Feral Student
While you have her, you gain 1 level in Brawling.
You cannot have both Margot and the Professor as Companions. Discard one.

If it's not specified when the investigator may use an effect from a Discovery card, it may be used anytime during their turn. However, it cannot be used while resolving another card, effect, or during a roll.

The Elder One's 4 Stage cards go here. Stacked in order and faceup.
The episode card and its monsters card go here.
The Elder One minions go here: Cultists and a special monster.

MYTHOS CARDS

Mythos cards drive the horrors of each game. You will grow to hate them. Half the Mythos cards in a game come from the Episode box and the other half comes from the Elder One box.

Each turn, after taking their actions, the active player will draw a Mythos card. Some will move and/or summon enemies. Others will drive you mad. There are also ones that aren't as kind. They are explained in detail on page 14.

THE YELLOW SIGN!
If you are in the same space as Hastur or a Hastur Disciple, take 2 stress. For each stress you cannot take, take 1 wound.
If you are not in the same space, gain a Yellow Sign token.
BYAKHEE!
Each Byakhee moves directly, 1eap your space.
Summon Byakhee

Most Mythos cards have an Elder One Summoning symbol on them. When there are 3 Summoning symbols in the Mythos discard pile, the Elder One advances along the Summoning track (see page 17).

ENEMIES

The term "enemies" refers to Cultists, monsters, and the Elder One (once it's summoned to the board). Any enemy that's not a Cultist or the Elder One is a "monster". Anything that refers to Cultists affects Cultists only. Anything that refers to monsters affects monsters only. Anything that refers to the Elder One affects the Elder One only.

Enemy cards show their health, the dice they use when attacking, and a special ability that may come into effect in different circumstances.

INVESTIGATORS

Each investigator has a board with a wound track, a stress track, a sanity track, and 3 skills. All are tracked with plastic tentacle markers in your color. There are also slots on the right and on the left of the board to insert claimed Discovery cards. There is no limit to the number of cards that can be slotted to an investigator.

STRESS

Stress is used to try and push situations in your favor. You may always increase your stress to reroll 1 die you just rolled. Many Discovery cards also have you take stress in order to claim them. Generally, the only consequence of being at maximum stress is you can't take more stress (though some effects may deal you wounds instead).

WOUNDS

If the marker ever reaches the skull at the end of your wound track, you are dead (see "Death of an Investigator" on page 18).

SKILLS

Your 3 skills allow you to bend the rules in your favor. The top one is you signature skill, unique to your investigator, while the other 2 skills come from a common pool (so other investigators may have the same ones). All skills start at the first level, but you will increase them when you level up. Some skills replace a lower level skill as you level up, while others add to them, as described on the skill.

SANITY

Whenever you lose sanity, the marker on your sanity track advances to the right. If it reaches the skull at the end, you are consumed by madness and eliminated (see "Ending the Game" on page 19).

The track has Insanity Threshold ( ) spaces that will activate your insanity and level up a skill. Some of them also give you permanent bonus dice. When an investigator loses more sanity (from dice rolls, Discovery, or Mythos cards) than required to hit the next , the marker stops at the and all excess sanity loss is ignored.

- Gaining bonus dice

4 of the spaces display a green Bonus die under them. Once each of these is reached, the investigator adds +1 Bonus die to ALL rolls they make for the rest of the game.

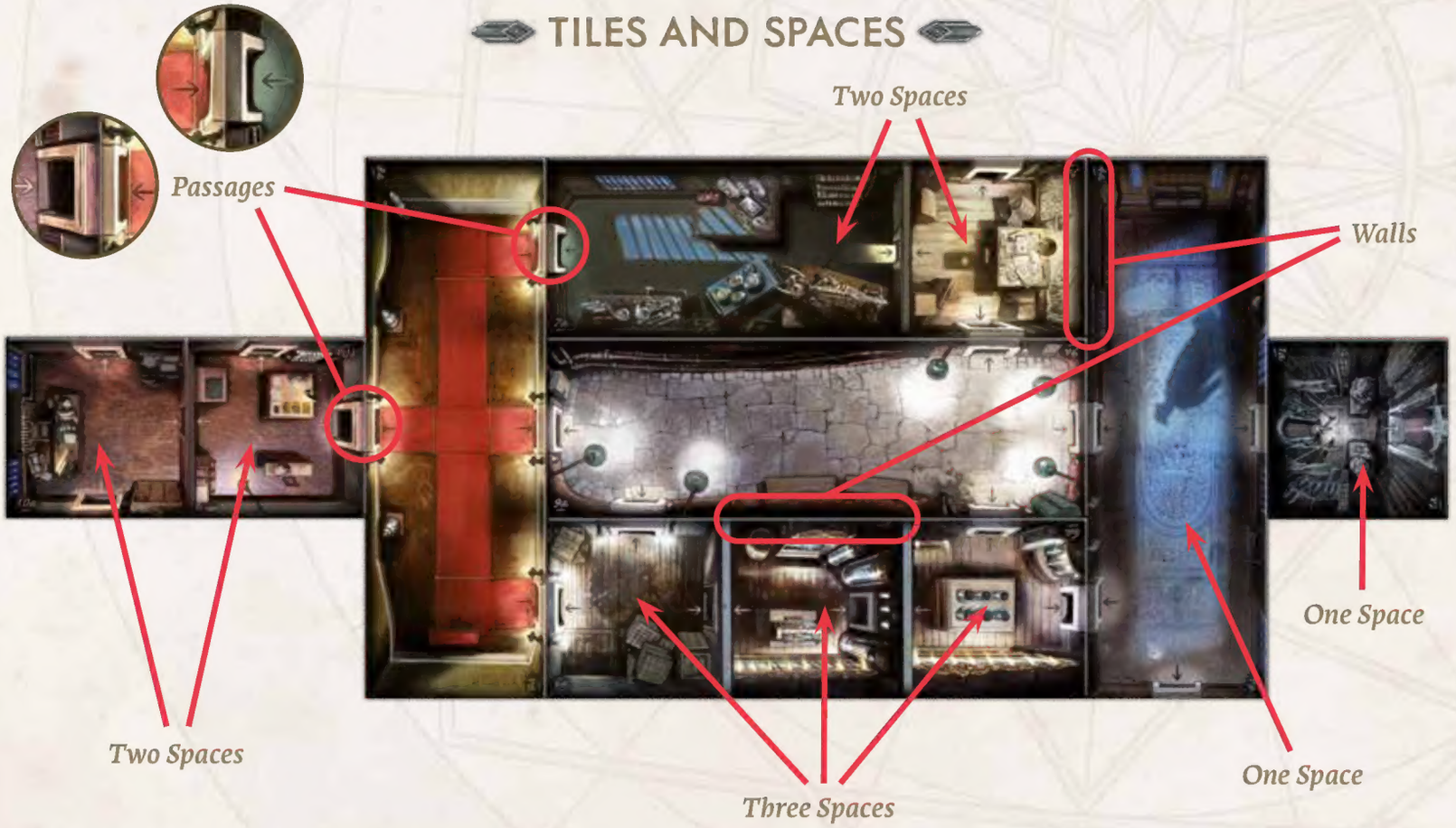
- Activating insanities

Each investigator gets an insanity card at the start of play. Every time their marker on the sanity track reaches a , that insanity activates. Perform the symptoms on the card. If multiple investigators reach a at the same time, they activate clockwise from the current player.

- Leveling up skills

When the marker reaches a , after activating their insanity, the investigator levels up 1 of their skills. Choose 1 skill and move its marker 1 space to the right.

TILES AND SPACES



Each tile is double-sided and labeled with a code to help with setup.

Spaces are defined by walls and passages.

Some tiles contain 1 space while others contain 2 or 3 (see above).

On the board, you may only move through passages that have connecting arrows on both spaces. If there is only a passage on one side (or a passage leading off the board) and nothing on the other side, you cannot go through it.

There is no limit to the number of figures that may occupy each space.

Each map has 3 Gates - Red, Yellow, and Blue, where enemies are summoned.

Some maps contain a staircase or a tunnel. You may move from a space with one of these tokens to a space with the matching token. Spaces linked like that are considered adjacent for all purposes.

SAFE SPACES

A space is Safe when there are no enemies in it.

SETUP

1. Set out the **Story Board**, **tokens**, and **dice**.

2. Choose an Elder One. From its box, place the **Elder One figure** on the starting space of the summoning track. Place the **Minions reference card** on the Story Board. Set out the 8 **Mythos cards** and any **tokens**. Place the **Elder One Stage cards** in order, faceup, on the Story Board. Stage 1 goes on top.

3. Choose an episode. From its box, take out its 8 **Mythos cards**, 15 **Discovery cards**, **Episode card**, and **tokens**. Place the **Monsters reference cards** on the Story board.

4. Take out all the figures for the enemies shown on the reference cards (other monsters won't be used).

5. Set up the map board according to the instructions on the back of the episode card, including arranging the map tiles and setting enemy figures and tokens on the indicated spaces. Then, turn over the episode card and place it on the Story board.

6. Shuffle the 16 Mythos cards together and place them facedown.

7. Shuffle the episode **Discovery deck** and place it facedown.

8. Have each player select an **investigator board** and its **figure**. Attach a colored base on the figure to help you remember which figure is yours. Place the figures on the starting space for the episode.
In a SINGLE-PLAYER game, choose 2 investigators. You will control both, alternating turns with them.

9. Place the 6 **tentacle markers** of your color on your investigator board: 3 on the first level of your investigator's skills, and the other 3 in the leftmost space of the wound, stress and sanity tracks.

10. Shuffle the **insanity cards** and deal 1 to each player, putting away the rest. Players place their card, faceup, near their investigator boards.

11. Randomly determine a starting player. That player takes the Mythos deck and will take the first turn.

DICE AND CHECKS

Some actions and Discovery cards tell you to "make a roll". When investigators make a roll, you always roll 3 standard black dice (and may also be allowed to add bonus green dice). Enemies roll a specific number and type of dice for their attacks, as indicated on their reference card.

Each die has 4 different possible results:

- **Success:** This means that you (or the enemy) succeeded at your attempt (or partially succeeded). If you were attacking, it means you hit. If an enemy is attacking, it means they hit you. In some cases, you need to reach a target amount of successes in a single roll. Perhaps you need at least 2 successes to loot a body.

- **Elder Sign:** These mean nothing unless you have a skill or card that uses them.

- **Tentacle:** Madness! For each tentacle, you lose 1 sanity, moving your tracker 1 space to the right.
IMPORTANT: Tentacles on EVERY roll cost you sanity, whether you're attacking, being attacked, or just "making a roll".

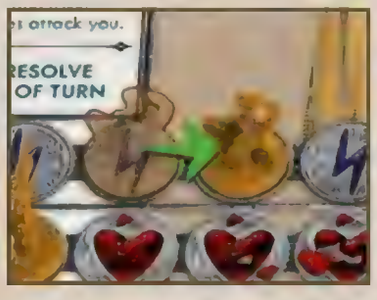
- **Blank:** No effect most of the time.

BONUS DICE

Certain skills and cards may give you bonus green dice, as noted on their description. Some checks may also give you bonus dice if you have a related ability. Finally, reaching certain Insanity Thresholds will add permanent bonus dice to all your rolls. There is no limit to the number of bonus dice that may be added to a roll (if you run out of dice, note the results and roll the same dice again).

NOTE: The bonus dice do not contain a tentacle icon.

REROLLS



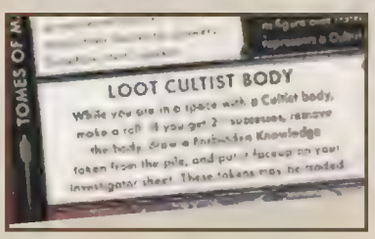
After rolling dice, you may take 1 stress to reroll 1 die, ignoring its original result. You may do this as often as you like on any roll you make, until your stress is at the maximum. When enemies attack you, you roll for them and may also take stress to reroll their dice.

APPLYING RESULTS

Once you're done using any rerolls, tally the number of each result obtained (note that some die faces contain 2 results). Make sure to apply any symbol changes from abilities (such as counting as successes). Then apply the results of the dice roll in this order:

1. Use Any Successes:

- If an investigator is attacking, these successes are wounds applied to their target.
- If an enemy is attacking, successes are also wounds applied to their target (usually an investigator).
- If you were told to "make a roll" by an action, you must match or exceed the number of successes indicated on the card to be successful.



This episode allows the investigator to make a special action. While you are on a space with a Cultist body, make a roll. If the roll has 2 or more successes, you manage to loot the Cultist body.

2. Resolve Effects:

- Resolve any effects that may be tied to the result of the roll. (Examples: "If wounded…","If it survives an attack…", "When the enemy dies…")

3. Apply Any Tentacles:

- Lose 1 sanity for each tentacle rolled (move your marker 1 space to the right on your sanity track).

- If you reach a space on your sanity track, stop moving the marker (even if you didn't lose the full amount of sanity), activate your insanity, and level up a skill (see "Sanity" on page 8).

TURN SEQUENCE

1. **Take 3 Actions**
2. **Draw Mythos Card**
3. **Investigate or Fight!**
4. **Resolve End of Turn**

1. TAKE 3 ACTIONS

On your turn, you may take 3 actions. You may take the same action more than once. There are 4 actions that are available in every episode and 2 that are unique to each episode.

Some actions can only be done while on a Safe space. A Safe space is a space without enemies.

RUN

Move up to 3 spaces. You can only move between spaces if there is a passage on both tiles (as indicated by arrows on both sides). You may also pass between 2 spaces that both have a staircase or tunnel token. When you leave a space with enemies, ALL enemies in that space follow you to your new space (even if there were other investigators in your space). When you leave a space with Fire tokens, place 1 Fire token from the reserve onto your investigator board for each token on the space, leaving those tokens untouched (see "Fire!" on page 16).

EXAMPLE: Ian uses a Run action to move up to 3 spaces. He first moves into a space with a Cultist.

He keeps moving and the Cultist follows him to the new space. The second space has 2 Fire tokens, but no enemies.

Ian finishes his Run by moving into a third space, which contains a Fire Vampire. Again, the Cultist follows him. He is also leaving a space with 2 Fire tokens, so he takes 2 Fire tokens from the reserve and adds them to his investigator board. He is now in a space with a Fire Vampire and the Cultist who followed him. He is also on Fire. Pretty typical evening.

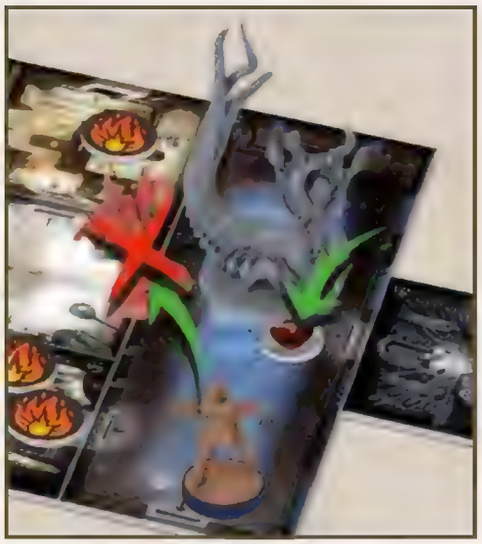
ATTACK

Target a single enemy in your space and make a roll (see page 11). Each success rolled causes 1 wound to your target. Place wound tokens next to the base of the figure you attacked. If this number equals (or exceeds) their health, you kill them. Remove their figure from the board. Keep in mind that even if the Elder One is on the board, it can only be attacked once the ritual is disrupted (see page 18).

EXAMPLE: Ian uses an action to attack a Cultist and a Fire Vampire. Normally, he would have to target either the Cultist or the Fire Vampire, but his level 2 Brawling skill enables him to target all enemies in his space, so he doesn't have to choose.

He takes 3 standard dice (you always take 3 standard dice when "making a roll") and 1 bonus die for his Brawling skill.

He rolls and gets a blank, a success, a success + tentacle, and an elder sign. Ian doesn't have a skill that utilizes the elder sign, so it has no effect. Ian takes a stress to reroll the blank and gets another success! He takes another stress to reroll the elder sign and gets another elder sign. He decides to stop rerolling.



The Cultist can take 2 wounds and the Fire Vampire can take 4. Ian has 3 successes to distribute as hits. He decides to use 2 to kill the Cultist, removing the figure and, using his Brawling skill, applies the last success as a hit to the Fire Vampire.

NOTE: If the investigator didn't have the Brawling skill, he would have to deal all wounds to a single enemy (chosen before rolling dice), even if excess wounds would go ignored with no effect.

Finally, Ian loses 1 sanity from the tentacle rolled. One step closer to madness.

REST (only on a Safe space)

If you are in a Safe space (there are no enemies with you) you may heal your stress and/or health up to 3 spaces (in any combination). This is 3 spaces total, not 3 spaces for each track. You may perform the Rest action more than once per turn.

IMPORTANT: SANITY CANNOT BE HEALED BY RESTING!

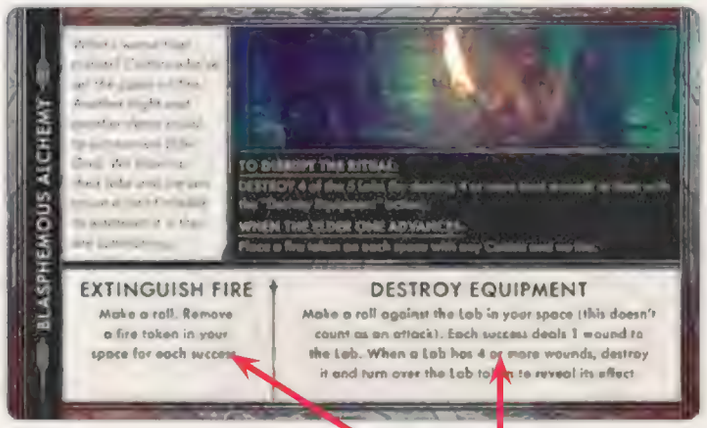
EXAMPLE: Sister Beth is at full stress and has taken 1 wound. She spends an action to Rest. She could choose to heal 1 wound and 2 stress, but decides to heal 3 stress instead, leaving her health where it is.

TRADE

You and all investigators in your space may trade any number of Items or Companions with each other (either giving or receiving). While some Discovery cards have Items or Companions on both the left and right side of the card, a traded card must remain on the same side as it was originally. **You may not trade Conditions.**

EPISODE ACTIONS

Each episode has 2 unique actions as shown on the episode card. These work just like the standard actions, and will help you disrupt the ritual or help you survive.


BLASPHEMOUS ALCHEMY
EXTINGUISH FIRE
Make a roll. Remove a fire token in your space for each success.
DESTROY EQUIPMENT
Make a roll against the Lab in your space (this doesn't count as an attack). Each success deals 1 wound to the Lab. When a Lab has 4 or more wounds, destroy it and turn over the Lab to reveal its effect

Episode Actions

2. DRAW MYTHOS CARD

Draw the top Mythos card from the deck and resolve it. Then place it on a faceup discard pile.

NOTE: The Recurring Trauma insanity has an investigator keep a previously drawn Mythos card in front of them.

Mythos cards may have several different steps to them, divided into 3 types. You must do these steps in order, from top to bottom, before discarding the card. If you can't do a step on the card, skip it and move on to the next.

ELDER ONE SUMMONING

The Elder One Summoning symbol has no effect when the card is drawn, but may cause the Elder One to advance on its track at the end of the turn (see page 17). If the card has this symbol, make sure it remains visible when it is discarded.

SPECIAL EFFECTS

Mythos cards have all sorts of different special effects to make life hell. Unless otherwise stated, these effects only affect the player whose turn it is, ignoring all other investigators. Any choice that needs to be made is up to the active player, such as chosing which "closest" figure to move.

When an effect moves an enemy towards a space, it should be moved by the shortest path to that space. Count how many spaces the enemy would move in all possible paths, and choose the shortest one. In case of a tie, the active player chooses. The enemy must always be moved as much as allowed towards its target, but stops when it reaches its target.

SUMMON ENEMIES

Finally, the bottom of some cards will indicate a Gate color and the specific enemy that must be summoned there. If you have the corresponding figure available in reserve, place it on the indicated space. Otherwise, ignore this step. If there are multiple Gates and enemies indicated, perform the summonings in order. Skip any remaining Gates if you are out of figures.

This Mythos card has an Elder One Summoning symbol at the top, which has no effect when drawn, but will be checked during the End of Turn.

The first thing to do on this card is move each Byakhee on the board to the space where the active player's investigator is. If there are no Byakhee on the board, skip this step.

Then, summon a Byakhee on the space with the Red Gate. If all the Byakhee figures are already on the board, skip this step.

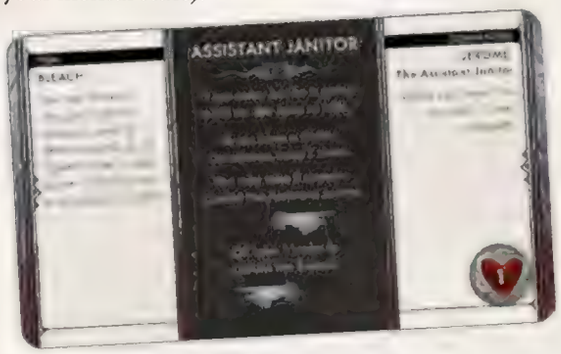
This card has a special effect and summons a Cultist at the Blue Gate. Note that its special effect affects all investigators, not just the player whose turn it is.

3. INVESTIGATE OR FIGHT!

This step varies depending on whether there are enemies in your space or not.

If you are in a Safe space, INVESTIGATE your space:
Draw the top card of the Discovery deck and read the text in the center box aloud.

Some cards will have a statement of something you must do if you have a Condition or a certain Companion. Most offer choices of what you want to do. Some cards result in CLAIMING a Companion, Item, or Condition. Claiming means to slide the card under your investigator board, becoming part of your inventory (or, when it's a Condition, changing your mental state).



When you first draw a Discovery card, read the central text out loud. This card has a bit of speech from the Assistant Janitor. It then tells you to take 1 stress if you have the Guilty Conscience Condition. Then, you have a choice of either taking 2 stress to Claim the Assistant Janitor or 1 stress to Claim the Bleach.

COMPANIONS: Any wounds you take may be applied to Companions you currently have instead. This still counts as you taking wounds for card effects. Companions can never be healed. If their wounds equal the number on their card, the Companion is discarded and any benefit they give you is immediately lost. Companions may also give you a level in a skill. If you don't have that skill, you gain level 1 in that skill while you have this Companion with you (take the corresponding token). If you already have the skill, move the skill level marker 1 level forward. If you lose the Companion, move the marker back 1 level.

Jerome, the Assistant Janitor, gives you 1 level in Stealth while you have him. He also can take 1 wound (which would kill him).

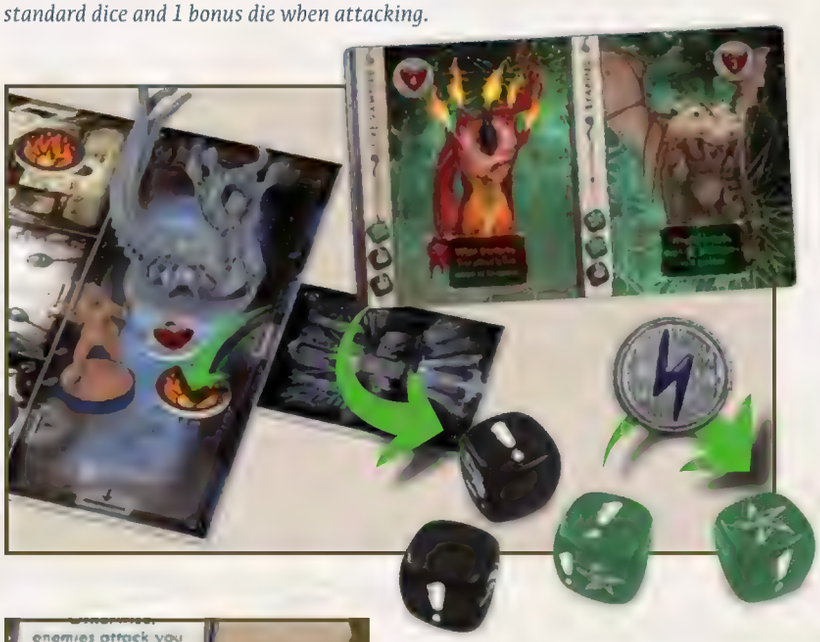
If you are not in a Safe space, the enemies FIGHT you:
Do not draw a Discovery card. Instead, each enemy in your space attacks you in the order you choose (they ignore other investigators), until all enemies in your space that could attack you have done so.

IMPORTANT: If an effect makes you enter a space of an enemy, or an enemy enters your space during this phase, that enemy attacks you even if it was not in your space at the beginning of this phase. Also, if an enemy that was in your space leaves your space, it doesn't attack you anymore.

DEFENDING AGAINST ENEMIES

When an enemy attacks you, roll the number and type of dice as shown on their reference card. Each success gives you 1 wound. Each tentacle costs you 1 sanity. Elder signs only have an effect if the enemy has the ability to use them. You may use stress to reroll these dice and you may use any of your skills to help avoid or minimize the attack.

EXAMPLE: After resolving the Mythos card, Ian has a Fire Vampire in his space, so he does not draw a Discovery card. The Fire Vampire attacks! As noted on its card, first it adds a Fire token to the space. The Fire Vampire card shows it rolls 2 standard dice and 1 bonus die when attacking.



Ian's player rolls those dice, getting a blank, a success, and a success. Ian takes 1 stress to reroll 1 of the successes and obtains an elder sign instead. He takes 1 wound for the remaining success.

Ian's signature skill, Vengeance Obsession, lets him deal 1 wound to any enemy that wounds him. He adds 1 wound on the Fire Vampire.

4. RESOLVE END OF TURN

1. END OF TURN EFFECTS

Any effects that happen at the end of the turn, except for Elder One effects, happen now, in any order the active player chooses.

2. FIRE!

You may be on fire. This will have happened if you left a space that contains Fire tokens. It may be that a monster set you on Fire. At this point, it really doesn't matter, does it?

At the end of your turn, roll 1 standard die for every Fire token on your investigator board. You may use stress to reroll dice. Take 1 wound for each success and lose 1 sanity for each tentacle. Then, discard all Fire tokens on your investigator board.

***NOTE:** Enemies don't catch Fire when leaving a space with Fire tokens.*

***RUNNING OUT OF FIRE:** If you need to add a Fire token to the board but there are none left, ignore the effect. If you need to add a Fire token to your investigator board but there are none left, use a wound token instead.*

3. CHECK THE MYTHOS DISCARD PILE

If there are 3 cards in the discard pile that have the Elder One Summoning symbol, the Elder One advances toward ultimate power!

If there are 3 Elder One Summoning symbols:

Advance the Elder One along the Summoning track. If the Elder One is already on the board, move the Progression token along the track instead. The revealed Elder One Stage cards and the Episode card will tell you what to do when the Elder One advances. Resolve the Elder One effects first. It doesn't matter whether it's the Elder One figure or the Progression token advancing on the Summoning track, the effects are resolved in the same way.

After the Elder One advances, all of the discarded Mythos cards are shuffled back into the deck.

4. CHECK THE ELDER ONE SUMMONING

The Elder One is summoned if:

- The Elder One entered the first red space on the track;

OR

- The ritual was disrupted this turn.

When the Elder One is summoned to our world, move the Stage 1 card to the side, revealing the Stage 2 card underneath. Resolve its reveal effects, which will specify where the Elder One must be summoned. **The Stage 1 effects remain in play until the end of the game.**

Place the Progression token on the Summoning track on the space previously occupied by the Elder One figure. Use this Progression token to mark the Elder One's progress until the end of the game.

EXAMPLE: At the end of Sister Beth's turn, there are 4 cards in the discard pile and 3 of them have Elder One Summoning symbols. The Elder One advances, triggering the corresponding effects on the Elder One and Episode cards.

Beth's player moves the Elder One on the track. It has reached the red space and is summoned into our world. Beth's player replaces the Elder One figure with the Progression token and places the figure in her space. The Progression token will move along the track from now on and, if the token reaches the end, the game will be lost.

Since the Elder One is now in our world, Beth's player reveals the Stage 2 card and performs its reveal effects.
Finally, she shuffles the 4 Mythos cards from the discard pile into the Mythos deck to reset the Mythos deck.

5. ELDER ONE END OF TURN EFFECTS

As the Elder One progresses through its stages, there may be "End of Turn" effects visible on its Stage cards. Resolve all effects on each Stage card in the order of the Stages: First 1, then 2, then 3, and then Final. Any effect that refers to "you" is referring solely to the investigator whose turn it is.

The turn is now over, and the player to the left takes their turn. Continue taking turns like this until the investigators either win or lose.

DEATH OF AN INVESTIGATOR

When an investigator is killed or consumed by madness, the game is immediately lost if the Elder One is still on the Summoning track. If, however, the Elder One has already been summoned to the board, the other investigators may continue playing and try to win the game. First, discard all Discovery cards and tokens that investigator had. The episode may specify something to do with any special tokens the investigator had been holding.

If the investigator died during their turn, skip all the following turn phases except for the Check the Mythos Discard Pile phase. If there are 3 Elder One Summoning symbols, the Elder One advances and its effects are applied (if it is needed to determine the position of the dead investigator, use the space where they died). From now on, that player's turn is skipped entirely.

DISRUPTING THE RITUAL

Each episode describes the tasks the investigators must accomplish in order to disrupt the Cultists' ritual and make the Elder One mortal, even if only for a short time. The Elder One cannot be attacked or damaged until the ritual is disrupted (though it can attack you if it's on the board)! If the investigators disrupt the ritual, the Elder One is summoned at the end of the turn (see "Check the Elder One Summoning" on page 17).

FIGHTING THE ELDER ONE

Once the Elder One is summoned to the board, it acts like any enemy, attacking investigators that end their turn in its space. The number and type of dice the Elder One rolls is the total of all dice displayed on all its revealed Stage cards.

Until the ritual is disrupted, the Elder One cannot be attacked or damaged, even if it's already been summoned to the board by reaching the red space on the summoning track! After the ritual is disrupted, the Elder One can be attacked and damaged like any other enemy. The Elder One has multiple Stages, with individual healths, which must be defeated one at a time until it's ultimately destroyed.

Starting with Stage 2, each card displays:
- A one-time effect that takes place when that card is revealed.
- An ongoing effect that remains in play until the end of the game.
- Health showing how many wounds that Stage can take.
- The number and type of dice that Stage adds to the Elder One's attacks.

When a Stage has wounds equal to or greater than its health, that Stage is defeated. Move that Stage card to the side to reveal the next and resolve its "When Revealed" effect. Any excess wounds do NOT carry over to the next Stage. Remember that all of the previous Stages' effects and dice remain in play until the end of the game!

EXAMPLE: An investigator attacks Hastur while he is in Stage 2. That Stage already has 9 wounds from earlier attacks. The attacking investigator does 5 wounds! This new total of 14 is enough to defeat this Stage's 12 health. The Stage card is moved to the side, next to Stage 1, and revealing Stage 3. Even though the investigator only needed 12 wounds to defeat the Stage and did 14, the extra 2 wounds do NOT carry over to Stage 3. Hastur is moved to the Red Gate, and any investigator with at least 2 Yellow Signs takes 1 wound. Hastur now rolls 3 bonus dice AND 3 standard dice when attacking!

ENDING THE GAME

You all win the game when you kill the Elder One by defeating its Final Stage.

If multiple end-game triggers happen at the same time, winning conditions have precedence.

EXAMPLE: The Elder One and the last investigator die at the same time. The players saved the world and win the game.

You all lose the game when one of the following happens:
- An investigator is killed or consumed by madness before the Elder One is summoned to the board (Stage 1 card).
- All investigators are killed or consumed by madness after the Elder One is summoned (Stages 2 onward).
- The Progression token reaches the last (8th) space of the Summoning track.

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RULES SUMMARY

TURN SEQUENCE

1. INVESTIGATOR TAKES 3 ACTIONS

- **Run** - Move up to 3 spaces - Enemies follow you. Add 1 to your investigator board per in the space you leave.
- **Attack** - Make a roll against 1 enemy in your space.
- **Rest** - Safe space only – heal 3 stress/wounds.
- **Trade** - With all investigators in your space.
- **Episode actions** - Described on the episode card.

2. DRAW MYTHOS CARD

- **Keep Elder One Summoning symbols visible**
- **Resolve special effects**
- **Summon enemies in Gates** (if available)

3. INVESTIGATE OR FIGHT!

- **If in a Safe space**, draw a Discovery card.
- **If there are enemies in your space**, they all attack you (roll dice shown on their card).

4. RESOLVE END OF TURN

1. **End of Turn Effects**
2. **Fire!** - Roll 1 per on you, then discard them.
3. **Check the Mythos Discard Pile** - If there are 3 , the Elder One advances. Apply Elder One and Episode card effects, then reshuffle Mythos deck.
4. **Check Elder One Summoning** - If a red space is reached or the ritual is disrupted, move the Stage 1 card to the side and resolve the Stage 2 Reveal effects, summoning the Elder One.
5. **Elder One End of Turn Effects** - Resolve all revealed Stages in order.

DICE AND CHECKS

"Make a roll" - Roll 3 + any applicable

Rerolls - On ANY roll, the active investigator may take 1 stress to reroll 1 die (as many times as they want and can).

Success - Deals a wound when attacking.

Elder Sign - Requires an ability to have any effect.

Tentacle - Lose 1 sanity.

SANITY

When marker reaches :

- Ignore any remaining sanity loss.
- Activate your insanity.
- Level up 1 of your skills.
- If there's a symbol, you now add +1 to all your rolls.

FIGHTING THE ELDER ONE

- Once summoned, if the Elder One attacks, roll the dice on all revealed Stages together.
- The Elder One can only be attacked after the ritual is disrupted.
- Once the current Elder One Stage loses all its health, move that card to the side and resolve the Reveal effect of the next Stage.

ENDING THE GAME

You all win if:

- You defeat the Final Stage of the Elder One.

You all lose if:

- An investigator is eliminated before the Elder One is summoned.
- All investigators are eliminated.
- The Progression token reaches the final Summoning track space.